

in the back of the gully on the right of Shag Rock. Scramble up to the foot of the first groove.

(1) 60 ft. Climb the groove direct, *no aid* using a nut for tension and a peg runner, to a good stance.

(2) 60 ft. Climb the o'hanging crack, using 2 nuts for aid, to another good stance below the top corner. *no aid*

(3) 90 ft. Climb the o'hanging groove with 4 pegs, till the angle eases at a slab beneath an o'hanging block. *one protection peg one aid peg.*

Turn the block on the left to a belay on the right. Scrambling to the top.

Shag Rock 80 ft. VS

Almost in the centre of the upper crag is a huge pinnacle leaning against the buttress formed by Central Park. Start in the gully on the right of the pinnacle.

(1) 90 ft. Chimney up behind the pinnacle for a few feet then move onto a jagged ledge on the arete. Climb the arete till about 10 feet from the top, then climb the inside face with a peg for aid.

Descend by abseil.

Fifth Avenue 150 ft. XS *led Law. 23.10.66*

Takes a shallow groove in the wall behind the left hand side of Shag Rock.

(1) 150 ft. Climb the chimney till it is possible to get into the foot of the groove. Climb the initial bulges by layback (peg for protection on the second bulge) until the angle eases. Climb up to spikes at the top of the groove and then up a short wall on loose holds to the top.

Central Park 200 ft. XS *led Law. 22.10.66*

To the left of Shag Rock and at right angles to the upper cliffs is a steep wall with a grassy lower section and split by a prominent crack in its upper half. Start in a small groove directly below the final crack.

(1) 100 ft. Straight up to the foot of a shallow groove, which is climbed with difficulty to a grass ledge on the left. Step left and up loose flakes to another ledge. Trend left and up a steep vee groove and the wall above. Poor stance and peg belays at the foot of a shallow groove.

(2) 100 ft. Traverse horizontally right to the foot of the deep crack and up

LIST OF FIRST ASCENTS
(& signifies alt. or varied leads)

18.4.64.	GOGARTH	B. Ingle & M. Boysen
18.4.64.	SHAG ROCK	M.Boysen B.Ingle
24.4.64.	PENTATHOL	P.Crew & B.Ingle
25.4.64.	BEZEL	B.Ingle & P.Crew
2.5.64.	THE GAUNTLET	P.Crew & B.Ingle
3.5.64.	SIMULATOR	P.Crew B.Ingle
10.5.64.	EMULATOR	P.Crew B.Ingle
10.5.64.	AMPHITHEATRE WALL	M.Boysen & C.Rowlands
1964.	PANTIN	A.Williams B.Royal
12.3.66.	THE RIFT	C.E.Davies A.Cowburn.
19.3.66.	HEROIN	P.Crew J.Baldock

Dirtigo 160 ft VS *led Law 29.9.68*

The obvious slabby corner a few yards left of the descent gully.

(1) 110 ft. Go straight up the corner to the first bulge which is climbed on the left. Avoid the grass above by the slab on the left and then climb past some loose blocks in the corner to a large grass ledge. Peg belay.

(2) 50 ft. Climb the steep vegetation to the top.

The Rift 220 ft VS *led/Law varied 23.9.67*

A huge flake on the left of Dirtigo forms a deep chimney on either side. Start at the foot of the right hand chimney. Peg belay.

(1) 100 ft. Climb the narrow crack to a good resting place. Continue up the chimney facing right to an obvious break leading left onto the face.

Follow this to a poor stance and good block belay.

(2) 40 ft. Climb the mossy slab to the top of the flake. Cross the gap and continue to a good stance below an obvious crack.

(3) 80 ft. Climb the crack till the angle eases then up an easier groove to the top.

Strike 260 ft. HVS *Law/Les alt. 23-8-67*

Follows a pair of diagonal cracks up the outside of the flake formed by the Rift. Start from a pinnacle on the right of the twin cracks.

(1) 150 ft. Follow the top crack past an apparently loose block (2 pegs) to a shallow groove. Continue up the crack, using 2 nuts and a peg for aid, onto a ramp. Go up this to the top of a pinnacle and step left onto a steeper ramp. From this, a short wall and a wide curving crack lead to a large niche. Spike belays.

(2) 20 ft. Straight up above the belay to the top of the flake.

(3) 90 ft. As for the Rift.

Bloody Chimney 220 ft. VS *led Law 24-8-67*

Takes the chimney formed by the left hand side of the flake. Start from the foot of the grassy gully directly below the chimney.

(1) 70 ft. Climb the chimney to a sloping ledge and belay. Care is required with loose blocks at 20 ft.

(2) 60 ft. Traverse 10 ft. into the depths of the chimney, then climb upwards, keeping to the right of the huge jammed block. Belay.

(3) 90 ft. As for The Rift.

Pantin 220 ft. VS *les/Law varied 21-8-67*

Immediately left of Bloody Chimney is a gully formed by a grassy slab and a steep final wall. Start in the right hand corner of the slab.

(1) 100 ft. Start up the corner, and then take the easiest line up the slab to a flake belay under the steep walls.

(2) 30 ft. Traverse left and up a short steep crack to a ledge on the broken arete.

(3) 90 ft. Traverse right across the steep wall into the main groove and follow this direct to the top.

Puffin 220 ft. VS *Les/Law 20-4-68*

On the left of Pantin is a pointed flake leaning against the arete.

(1) 60 ft. Climb up either side of this flake to a small stance and belay on the top.

(2) 60 ft. Traverse right onto the slab and up its left hand side to a belay under the first crack on the left wall.

(3) 20 ft. Up the crack to a ledge on the arete.

(4) 80 ft. Move left round the arete.

and up to an obvious corner. Climb this direct to the top.

Led Law. 13-8-67.

Winking Crack 230 ft. XS

The large gully left of Puffin and Pantin has a very steep right wall. In its upper part this wall is split by an obvious crack which forks into two branches. Scramble up about 50 feet to a large flat ledge with a good belay directly below the cracks.

(1) 50 ft. Move to the right of the bulge and climb a grassy groove.

Traverse left round the arete and up until it is possible to move to a good stance and belay.

(2) 50 ft. Climb the steep shallow groove direct (2 slings for aid) till it is possible to move to a good stance on the left. *no aid*

(3) 130 ft. Go up the groove above for about 15 feet, till it is possible to use a sling for aid to reach a peg in a horizontal crack. Continue up the crack to a good ledge on the left where the crack divides. Go up the left hand branch for 15 feet on poor rock (2 slings on nuts for aid), and straight up the good crack above to

*no aid
but went
right to
finish.*

the o'hang. Move out to the right into twin cracks and up these to the final wide crack.

Blind Pew 265 ft. HVS *Led Law. 2-9-67*

The steep broken rocks between the Winking Crack and the back of the gully are split by an obvious line of diagonal cracks. Scramble up to the foot of a 30 foot wall split by a crack.

(1) 35 ft. Climb the crack to a large ledge. Peg belay in the left hand groove (place the peg as high as possible).

(2) 50 ft. Use the belay peg and two more pegs to reach an easier groove. Up this to a good stance etc.

(3) 60 ft. Climb the o'hanging crack above, using five slings on nuts and one peg for aid, to a good rock belay. *only 3 slings used*

(4) 50 ft. Continue up the crack, more difficult than it appears to a good stance and belay.

(5) 70 ft. Climb the detached flake on its left and continue up the grooves above to the top.

Crow Bar 210 ft. HVS *Led Law 28-9-68*
The obvious series of vertical grooves

this direct to the top.

The junction of Central Park and the final section of the upper cliff forms a steep grassy ramp and a small amphitheatre at a higher level than the rest of the cliffs. The amphitheatre can be reached by steep cracks in the corner on the right, or by a loose and gripping gully on the left.

Amphitheatre Wall 180 ft. VS ^{12.10.68} *les/law.*

In the left hand corner of the amphitheatre is a groove formed by a steep cracked slab on the left.

(1) 100 ft. Climb the corner crack to a sloping ledge on the left wall. Go straight up the steep corner above to a stance and peg belay.

(2) 80 ft. Traverse right across the steep wall and go up the deep crack to the top.

Celidh 320 ft. HVS *led Law. 14-5-67.*

The steep wall between the amphitheatre and the prominent yellow groove. Start at the right hand side of the wall below a groove curving to the left.

(1) 100 ft. Climb up the groove, keeping left, on poor rock to a block stance.

(2) 30 ft. Step right into a deep crack up this for a few feet and move right to a good stance on the edge of the wall.

(3) 130 ft. Climb up the steep ramp leading diagonally left, to a peg runner. Step left and climb over a loose flake to the foot of a shallow groove. Go over the overhang using a peg and a sling for aid and continue more easily to block belays on the long line of ledges.

(4) 60 ft. Go left and up a short chimney to the top of a pinnacle. Step onto the main crag and scramble to the top.

The Gauntlet. 250 ft HVS *led law. 29-5-67*

On the left of the yellow groove is a crack line which curves over to the right and leads into a fan shaped depression in the upper part of the cliff. Start in a shallow groove directly below the crack.

(1) 100 ft. Climb the groove (peg at 10 ft) and over the bulge. Continue up cracked blocks till it is possible to move right and over a small o'hang

to a stance. Peg belay.

(2) 50 ft. Go up the groove on the left for 25 feet, step left and up another groove which leads to a small stance on the right. Peg belay.

(3) 100 ft. Climb the deep chimney on the right to the top of the pinnacle and step onto the easy main wall.

The Ramp 180 ft HVS *led Law. 31.5.67*

The steep walls left of The Gauntlet are split by an obvious grey ramp. Start by a pinnacle leading up to the foot of the ramp.

(1) 100 ft. Climb to the top of the pinnacle and step right to a ledge. Climb the corner on poor rock to a peg at 20 ft. Continue up the steep slab till it is possible to step left to spikes. Go straight over the bulge and up to the spike at the top of the ramp. Traverse left along ledges to the foot of a corner. Peg belay.

(2) 80 ft. Climb the steep corner to its top, then step right into the foot of a bottomless chimney and up this moving left at the top.

Fail Safe 170 ft. HVS *led Law 26.11.67*

The steep wall below The Ramp is cut by parallel cracks on the right and a deep vertical crack on the left.

Between these is a shallow scoop leading up to the right hand end of the overhang on the left hand crack.

(1) 90 ft. Climb up narrow slabs to a quartz spike. Using a sling for aid on this get into the bottom of the scoop. Climb this to the overhang (good nut runner) and move right up small ledges to reach the corner belay of The Ramp. *no sling used.*

(2) 80 ft. Traverse left round the corner and then up easier rock to the top.

Bezel 150 ft VS *led Les. 11-2-68*

The left hand end of the upper tier is bounded by a curving groove. Start directly below this.

(1) 50 ft. Climb to the top of a small pinnacle on the left. Go up a diagonal crack in the slab on the right, then move left to a small ledge at the foot of the groove. Peg belay.

(2) 30 ft. Climb over the bulge with difficulty and continue straight up the groove above until it is possible

to move right to ledges and belays.
(2) 30 ft. Step left into a short crack and up this to the top. [The main cliff starts with a steep slab split by two clean cut grooves. The upper part of the slab is defined by a grass rake which gives an exit for these climbs and an entry for the routes on the right hand part of the main cliff above the rake.

Simulator 120 ft. VS *led Law. 11-2-68*

The left hand groove. Start from the large sloping ledge under the slab.

(1) 120 ft. Climb the groove direct, first on the left wall, then in the crack. Continue up thin cracks in the left wall and move left near the top to avoid the final dirty section.

Traverse back into the groove to a good thread belay.

Emulator 150 ft HVS *led Law. 19-8-67*

The right hand groove.

(1) 150 ft. Climb easily up the left wall for 20 ft. then up the groove to where it gets smooth. Climb the bulge with a sling for aid, then on good holds to a resting place. *no sling used.*

Continue up the jamming crack to a

loose bulge and move right onto the arete for the last few feet.

Imitator 150 ft VS *30-3-68 led Law!*

The steep slab on the right of the two grooves. Start below a short groove on the left hand side.

(1) 100 ft. Climb to the top of the groove, then traverse right along the obvious diagonal line to a stance and peg belay on the right hand edge.

(2) 50 ft. Move back left onto the slab and up a thin crack to finish.

Interpolator 250 ft VS *Law/Les. 29-8-68*

Takes a shallow groove line in the slabby walls above the grass rake. Start from a large flake sticking out of the grass directly below the groove.

(1) 100 ft. Climb straight up the groove to a niche below bulges. Exit left from the niche with a peg and climb back right to a good stance.

(2) 150 ft. Climb the shallow corner above, then move left across the slab into a crack line. Continue up this getting easier to the top.

Diogenes 170 ft HVS *led Law 19-8-67*

Climb through the red overhangs to the left of the last route, using a prominent triangular niche. Start as for Interpolator, from the rake.

(1) 30 ft. Climb down for a few feet then traverse horizontally across the slab on the left to a small stance on the arete. Thread belay on the left.

(2) 80 ft. Climb up to the right to the foot of a shallow square chimney. Move left up a flake and step back right into the top of the chimney. Go up the slab above to the foot of a steep corner. Runner. Step left onto the arete and break through the overhangs to reach the triangular niche. Peg belays.

(3) 60 ft. Step right onto the arete and up to a good crack which leads diagonally left up the final slab.

Cordon Bleu 470 ft VS *Law/les 17-3-68*

A high level girdle of the main cliff following an obvious diagonal line. Mostly easy climbing with one or two hard moves. Start as for Diogenes.

(1) 120 ft. Step down and traverse left as for Diogenes, and continue

in the same line, slightly lower across the arete. Descend a short chimney to a good stance below a steep groove (on Gogarth).

(2) 120 ft. Climb down for a few feet and traverse across the base of the flake forming the groove. Climb the corner on the other side and move left along the top of the huge flake to a stance on its point.

(3) 150 ft. Step left and up the short steep wall to the obvious slabby gangway leading to the left. Follow this to its end, then up a short chimney and across a slab to a large groove. Up this to a stance on the arete.

(4) 80 ft. Easily round the corner and behind a large flake to a short groove which leads to the top.

Gogarth 380 ft. HVS *led Law. 2-10-66*

The classic route of the crag. Start at the foot of the obvious green pinnacle at the foot of the right hand side of the main crag, reached by scrambling down from the foot of Simulator.

(1) 60 ft. Climb the wide crack up the right hand side of the pinnacle

to a good stance on the top.

(2) 60 ft. Step down a little and traverse right round the arete to a shallow groove. Climb this past the overhang and move left onto the large sloping ledge. Peg belays.

(3) 70 ft. Climb the awkward crack from the left hand side of the ledge and up easier rocks to a good ledge at the foot of a steep groove formed by the right hand side of a large grey flake.

(4) 60 ft. Step left into the groove and up to a small stance on top of the flake.

(5) 130 ft. Traverse right across the steep wall to a small ledge at the foot of a thin crack. Start this with a peg, then the crack gets wider and looser to the top. Belay well back.

The Rat Race 380 ft XS *led Law 20-8-67*

Takes the steep walls on the left of Gogarth following an obvious chimney in its middle part. Start from this left hand side of the pinnacle at the foot of the crag. The first pitch can be avoided at high tide by climbing over the pinnacle.

(1) 40 ft. Climb up the wall just to the left of the pinnacle and step right to the large ledge near the top of the pinnacle.

(2) 100 ft. Follow the obvious rising traverse line left across the steep wall and up to a line of overhangs. Follow the crack leftwards round the overhang (peg) and up to a small stance and peg belays at the foot of the prominent chimney.

(3) 80 ft. Step left into the chimney and up this, with a long reach over a bulge, to the small overhang. Peg for protection. Step right and over the grass to a slab which leads to a small stance and peg belay just to the right of the point of the huge flake.

(4) 70 ft. Move right into the steep groove and up this to a stance on top of the flake (Junction with Gogarth).

(5) 90 ft. Step down a little and move left to the foot of a crack. Follow this for a few feet taking the right hand branch, then move left across the rib and up the easier crack to the top.

Dinosaur 350 ft. XS *Law/Pete Allison 3-6-68*

Takes the right hand side of the central wall. Start at the foot of the right hand of three chimneys.

(1) 100 ft. Climb the back of the chimney and move left across a bulge into the crack which leads up to the overhangs. Move left with 3 pegs and climb the steep wall above to a good stance and peg belays.

(2) 100 ft. Continue straight up the overhanging crack line above to the top of a short chimney (3 pegs and 2 slings for aid). Move left on good holds and up to a ledge. Move back into the crack (peg) and continue up this to a good stance just on the left of the point of the huge flake.

(3) 150 ft Move right and up the short steep wall to the foot of a blank groove. Climb the arete on the right on widely spaced holds to a peg. Climb the shallow groove on the left using a sling for aid on the final bulge. Belay well back.

Routes on the left hand side of the main cliff can be reached by an easy sea level traverse at low tide. Tide tables are on sale in Holyhead!

Pentathol 330 ft HVS *Law/les varied 1-9-67*

About 300 ft along the traverse is a square block. Start 20 ft right of this in a short vee chimney.

(1) 120 ft. Climb the overhanging wall trending right to the foot of a long corner facing left. Climb the corner to a good ledge on the right.
(2) 50 ft. Step down to the left and climb a wide crack. Move left just below the top of a pinnacle and up the diagonal flake to a stance.

(3) 80 ft. Climb the prominent groove above, over the final o'hang which is covered in bird lime.

(4) 70 ft. Scramble up behind the belay and up a short broken wall to the top.

The Big Groove 340 ft XS *21-8-67 led Law.*

Above and to the right of Pentathol is a huge groove facing left, which bounds the left hand side of the overhanging central wall.

(1) 120 ft. As for Pentathol.

(2) 20 ft. Climb the short steep corner above the belay to a huge sloping ledge. Peg belay.

- (3) 60 ft. From the left hand end of the ledge climb a bulge to a good spike. Climb up to the right with difficulty to reach the foot of the main groove. Peg. Climb the groove to a crack formed by a flake on the right wall. Step left into a niche and exit from this, with a poor peg, to a sloping stance. Peg belays.
- (4) 110 ft. Step left to the foot of another groove and up this to a good stance on the left.
- (5) 30 ft. Easily up blocks and a short crack to the top.

Jaborandi 330 ft HVS *Law. 4-6-68.*

Takes a direct line up the steep wall on the left of The Big Groove, crossing Pentathol at half height. Start just to the right of the square block on the traverse.

- (1) 140 ft. Climb over two small bulges into a short overhung corner. Step right to a good spike (sling) and continue easily up the ramp to the right. From the top of the ramp step left on the lip of the o'hangs and up a short steep crack to a ledge. Step left again into a deep crack and up this to join the last

few feet of Pentathol pitch 2.

(2) 40 ft. Step right and up to the foot of a bottomless corner. Up this to a good ledge at the top. Peg belay.

(3) 120 ft. Climb the short overhanging corner behind the stance (sling for aid) to a sloping ledge. Climb the ragged crack above (peg to start) to a loose spike. Using a sling for aid move left to easier ground and up a broken groove to a large ledge and spike belays. *no aid used.*

(4) 30 ft. Easily up blocks and a short crack to the top.

Syringe 320 ft XS *Law 2-6-68*

Takes a line of obvious grooves just to the left of Pentathol. Start from the top of the square block.

- (1) 150 ft. Climb the steep grey wall to reach the o'hang which blocks the first groove. Step right into a sentry box and exit from this with a peg into the steep loose grooves above. Climb these with five pegs, going left at first and then right to a line of overhangs. Step left under these to a stance and belay. *one peg only for aid.*
- (2) 90 ft. Climb the steep wall behind

the belay to reach a groove on the right. Follow this with 4 pegs to reach the large block stance above the groove of Pentathol. ^{no aid or pegs.}

(3) 70 ft. Easily behind the belay and up a short wall to the top.

Scavenger 300 ft VS *Les/Law 20-4-68*

Takes a line of shallow grooves up the front of the buttress between Pentathol and Heroin. Start from the groove on the other side of the square block.

(1) 50 ft. Traverse left onto the wall above the traverse and up on good holds to a ledge and spike belay.

(2) 140 ft. Climb the groove for 30 ft until one can step right round the arete to reach an easy traverse line.

Follow this to a subsidiary groove and crack. Climb this to a ledge and flake belay.

(3) 120 ft. Climb more easily up the continuation groove to the top of the crag.

Heroin 180 ft. HVS *led/Law 16-11-68*

The overhanging chimney in the back of the deep recess about 100 ft left of Pentathol. From the square block traverse at sea level to the foot of

the chimney.

(1) 150 ft Climb the back of the chimney over several bulges until it peters out into a cracked groove above the last o'hang. Climb the crack to a peg and move left across the steep wall to a small block stance and peg belays.

(2) 30 ft. Climb the easy groove to the top.

A long traverse to the left avoids the unpleasant upper rocks.

Phaedra 170 ft. HVS *8-9-68 led/Law.*

The arete left of Heroin is split by three short grooves. The route goes up the centre one and then the left hand one.

(1) 140 ft. Climb easily to the top of a pillar on the arete. Step into the centre groove and bridge up it to the overhang. Move left and step round into the deep wide crack on the left. Climb this until it is possible to mantleshelf onto a spike on the left. Step back right and follow the crack to a good stance and spike belays.

(2) 30 ft. Up easy rocks to the top.

Hud 145 ft VS *Led Law 8-6-68*

Round the corner from Phaedra, just on the left of the general line of the arete, is a shallow groove, capped by a small overhang. Start as for Heroin.

- (1) 145 ft. Traverse round at sea level to the foot of the groove. Climb the groove till it is possible to move right about 10 ft below the overhang. Climb the wall direct to the crack on the right of the o'hang. Up the crack (peg for protection) and the vegetated rock above to the top.

The Hustler 180 ft VS *Led Law 11-8-68*

A large open corner about 50 ft left of Heroin. Start as for Heroin.

- (1) 50 ft. Traverse at sea level past a shallow groove, round the arete and to a good ledge at the foot of a large corner.
- (2) 60 ft. Climb the steep crack in the right wall to a poor stance and spike belay.
- (3) 70 ft. Climb up for a few feet then step left into the groove above the overhang and up this to the top.

Girdle Traverse 600 ft HVS

Fairly reasonable climbing but with a very gripping abseil. Start from the grass rake as for Diogenes.

- (1) 120 ft. As for Cordon Bleu.
- (2) 120 ft. As for Cordon Bleu, to the point of the huge grey flake.
- (3) 100 ft. Descend easily to the left for 20 ft to a large block. Peg for protection. Abseil down the overhanging wall to a line of small ledges. Peg belay on the left.
- (4) 40 ft. Move left along the line of ledges and up a short overhang to a large sloping ledge. Move left on this to the belay below the Big Groove.
- (5) 20 ft. Descend the steep corner from the left hand side of the ledge.
- (6) 50 ft. As for Pentathol, pitch 2.
- (7) 80 ft. As for Pentathol, pitch 3.
- (8) 70 ft. As for Pentathol, pitch 4.

About half way between the main cliff and North Stack is a deep zawn with a 300 ft slab forming the right wall. The top of this slab can be seen from North Stack. The slab is split in its centre by a long thin crack. At low tide the best approach is to

abseil into the zawn from the buttress opposite the slab. At high tide abseil down the arete on the right (S) of the slab and traverse to the stances above the lower overhanging wall.

Wen 350 ft. HVS *led law 12-5-68*

Start at the foot of the long crack.

(1) 85 ft. Climb the crack direct over the bulges and move right to a stance on a sloping ledge.

(2) 150 ft. Climb the crack direct and belay in a shallow chimney.

(3) 115 ft. Climb over a bulge on the left and up a thin slanting crack, until it is possible to move off left at the top.

Dde 380 ft. HVS *led law 1-6-68*

Takes a line up the right hand side of the slab. Start from a boulder below a steep groove, capped by an overhang, on the right of ^WWen.

(1) 100 ft. Move right into a thin crack going up the wall. Up this, with a sling to start, over an overhang and straight up easier rocks to a good ledge and belay about 15 ft from the arete.

(2) 50 ft. Continue trending left up the slab to another stance.

(3) 150 ft. Continue up a line of slanting grooves to a small overhang. Climb this, into a steep layback flake and up this to the top.